

ICT-4MRPQ PROJECT

MASTERS RESEARCH E-SUPERVISION MOBILE APP DEVELOPMENT HACKATHON

APPLICANT ELIGIBILITY CRITERIA

1.0 **ESSENTIAL ELIGIBILITY CRITERIA**

The applicant and team members MUST;

- 1.1 Be current or previous students of Makerere University (MAK), Makerere University Business School (MUBS) or Mbarara University of Science and Technology (MUST)
- 1.2 Be willing to constitute into a team of 3 to 5 members (*teams with all members coming from **ONLY** one Universities are eligible to apply*)

2.0 **EVALUATION CRITERIA**

Favorable evaluation is given to teams with members who are;

- 2.1 Highly motivated, passionate about mobile application development and demonstrate proper understanding of project objectives, approach/methodology and outcomes.
- 2.2 Competent with relevant technical skills in Mobile application development
- 2.3 Experienced in implementing mobile application development projects
- 2.4 Or were previously involved in university student developer communities
- 2.5 Competent in writing system documentation and user guides

3.0 **ADDED ADVANTAGE**

Added advantage is given to teams with members who are;

- 3.1 Representative of all the three participating Universities of MAK, MUBS and MUST (**Note:** *It is not a mandatory requirement for team members to come from each of the three participating Universities*)

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EVALUATION AND SELECTION CRITERIA

The evaluation and selection process involves eligibility, technical and non-technical evaluation. The eligibility evaluation will be based on a Yes OR No score while Technical and non-technical evaluation of teams will be rated based on 0-5 scale, Zero (0) being the minimum and Five (5) being the maximum score.

| SNO. | Evaluation Criteria | Evaluation Criteria description | Scores |
|------------|---|---|---------------|
| 1.0 | Eligibility Evaluation | <i>A no response to any of the Administrative criteria disqualifies the team.</i> | Yes/No |
| 1.1 | Current or previous University | Is the student a current or previous student of Makerere University (MAK), Makerere University Business School (MUBS) or Mbarara University of Science and Technology (MUST)? | |
| 1.2 | Size of the team | Is the team composed of minimum three (3) and maximum of five(5) members | |
| 2.0 | Non-technical evaluation | <i>The applicants are rated on the scale of 0-5 points</i> | 0-5 |
| 2.1 | Motivation | Demonstration of the applicants motivation, passion in mobile application development and understanding of project objectives, Approach/methodology and outcomes | |
| 2.2 | Teams previous experience in web and mobile application development | Do team members possess relevant previous experience in web and mobile application development? | |
| 2.3 | Team participation in the university student developer communities | Does the team demonstrate current or previous involvement in University student developer community? | |

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|------------|---|---|------------|
| 2.4 | Team competence in writing system documentation and user guides | Do team members possess competence and experience in writing system documentation and user guides | |
| 3.0 | Technical competence in mobile application development evaluation | <i>The applicants are rated on the scale of 0-5 points</i> | 0-5 |
| 3.1 | User Interface and User Experience (UI/UX) design skills | How many members possess these skills? | |
| 3.2 | Experience in Agile Methodologies | How many members possess these skills? | |
| 3.3 | Programming/Coding languages such as HTML5, Objective-C, Swift, C++, C#, Java, Kotlin, or Dart | How many members possess these skills? | |
| 3.4 | Cross-Platform App development capabilities (Android, iOS, or Windows) using Flutter or ReactNative | How many members possess these skills? | |
| 3.5 | Experience interacting with 3rd party APIs or libraries | How many members possess these skills? | |
| 3.6 | Version control experience | How many members possess these skills? | |
| 3.7 | Experience deploying mobile applications a plus | How many members possess these skills? | |
| 3.8 | Continuous integration(CI)/Continuous Delivery(CD) experience a plus | How many members possess these skills? | |
| | Total Maximum Score | | /60 |